

JacadoSwap

JacadoSwap is a logical game, which its objective is to get the black circles on the right to the left and the white circles on the left to the right. You can only move circles to the nearest empty cell or by jumping over another circle. White circles move only to the right, black circles move only to the left

Running JacadoSwap

Minimum Requirements

Please check your phone's Java memory before installing any applications. For instructions on how to check your Java memory and on how to install Java applications, please refer to your phone's User Guide. For downloading this application, 10 K of memory is required. Program Space Requirement of 20 K and Data Space Requirement of 3 K are needed for the installation.

Starting JacadoSwap

1. From the idle screen, press the **Menu key**.
2. Scroll to **Java Apps** and press SELECT.
3. Scroll to **JacadoSwap** and press SELECT.

Loading

A splash screen appears displaying the name of this application, the version number and an image.



You can click any key to display the next screen, the "Main Screen". If you do not click a key, automatically after 2 – 3 seconds the "Main Screen" will be displayed.

Main Screen

The "Main Screen" contains short instructions for the game. For the complete rules select HELP.



Press the PLAY command to begin a new game. Then the "Game Screen" will appear.

Playing the Game

Press the PLAY command on the "Main Screen" to start playing the game. The "Game Screen" will appear. The "Game Screen" presents you with a line of ten cells. The four cells on the left are occupied by white circles. The four cells on the right are occupied by black circles. The two central cells are empty. The objective of the game is to get the black circles on the right to the left and the white circles on the left to the right.



There is a small black dot in the middle of the left empty cell. It points out the active cell. Press the Navigation keys to move the dot left and right to choose a cell. Note that the dot is black when it points out an empty cell or a white circle and the dot is white when it points out a black circle. Pressing the Send key while the dot is in the cell occupied by a circle will select this circle for moving. Pressing the Send key while the dot is on an empty cell will select this cell as a destination point for moving.

You can only move circles to the nearest empty cell or by jumping over another circle. White circles move only to the right, black circles move only to the left.

You can press the NEW command to begin a new game at any point of the game.

Press the BACK command to return to the Main Screen. Note that doing this will not restart your game.

Accessing Help

On the Main Screen select HELP to view the Help Screen.

Press the soft key under OK to go back to the previous screen.

About JacadoSwap

On the Main Screen select ABOUT to view the About Screen.

Press the soft key under OK to go back to the Main Screen.

Exiting the Program

On the Main Screen select EXIT to exit the program.

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For more info about this game please visit at www.jacado.com.

If you have any questions or remarks, please feel free to send them to JacadoSwap@jacado.com